

Sam {  
a = new;

Sam's frame

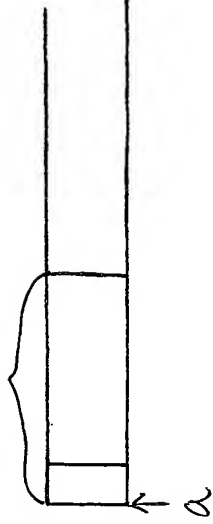


Figure 1A

bad = Ulli();

Sam's frame Ulli's frame

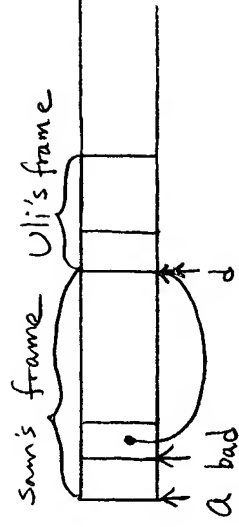


Figure 1B

Ted();

Sam's frame Ted's frame

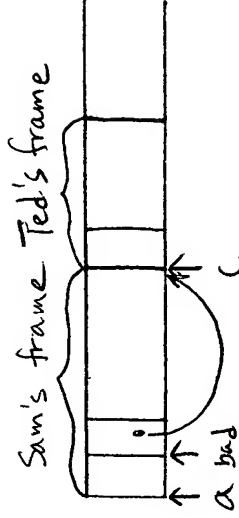


Figure 1C

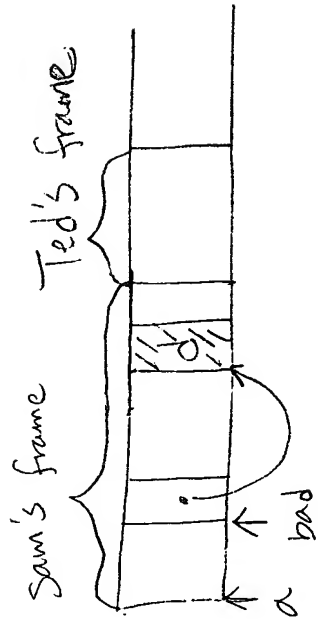


Figure 2A

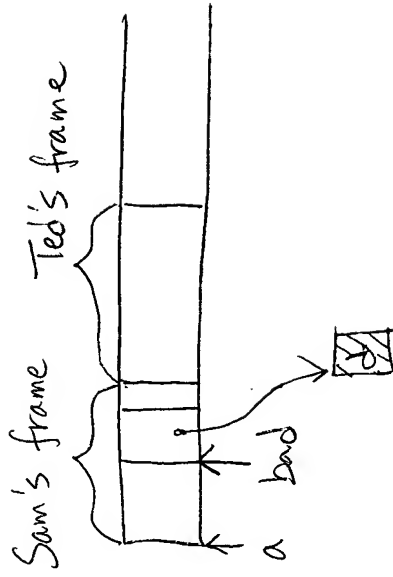


Figure 2B

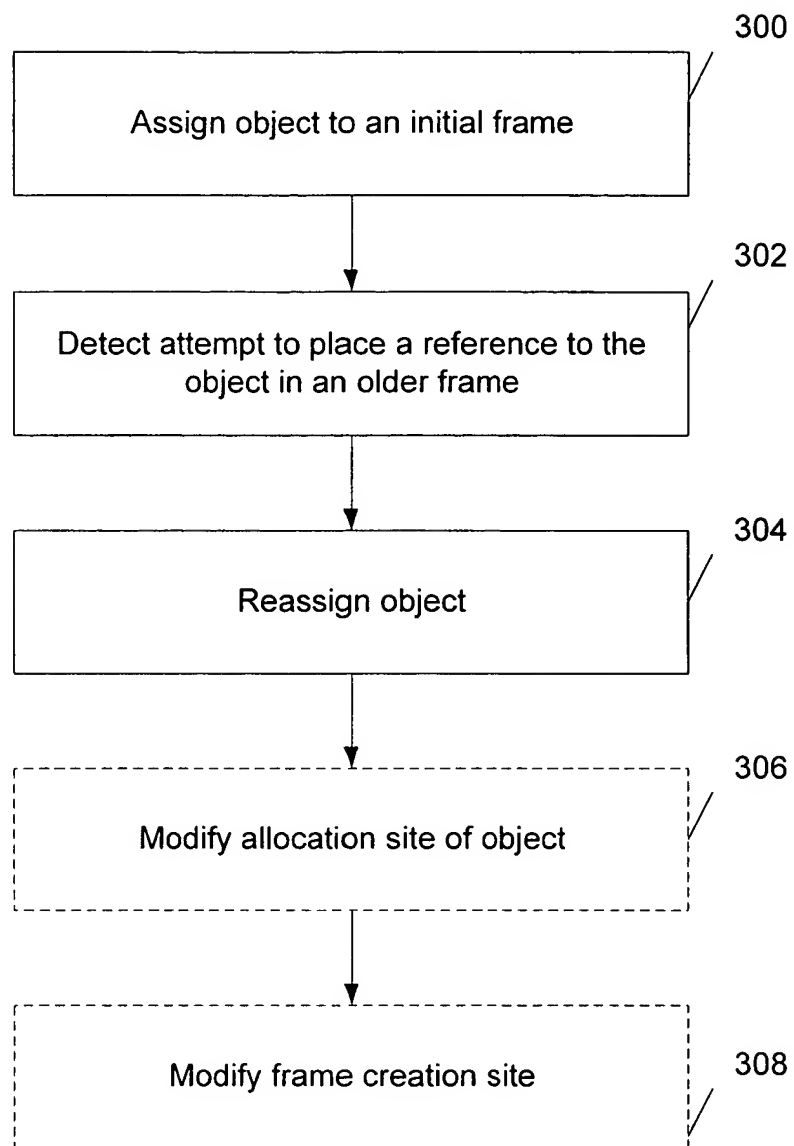


Figure 3

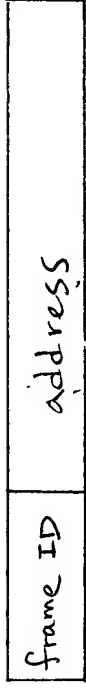


Figure 4A

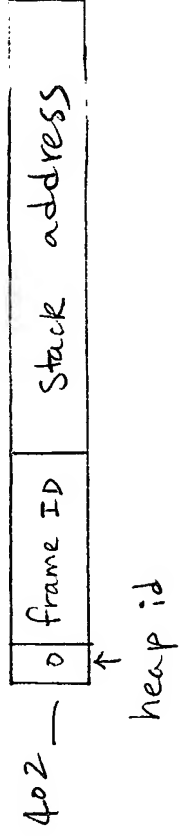
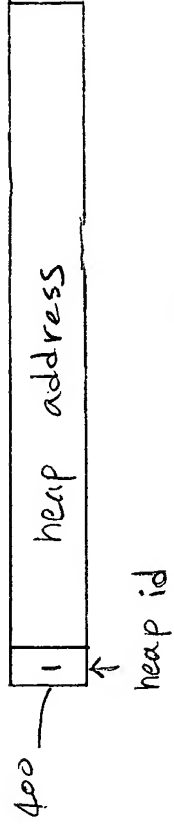


Figure 4B

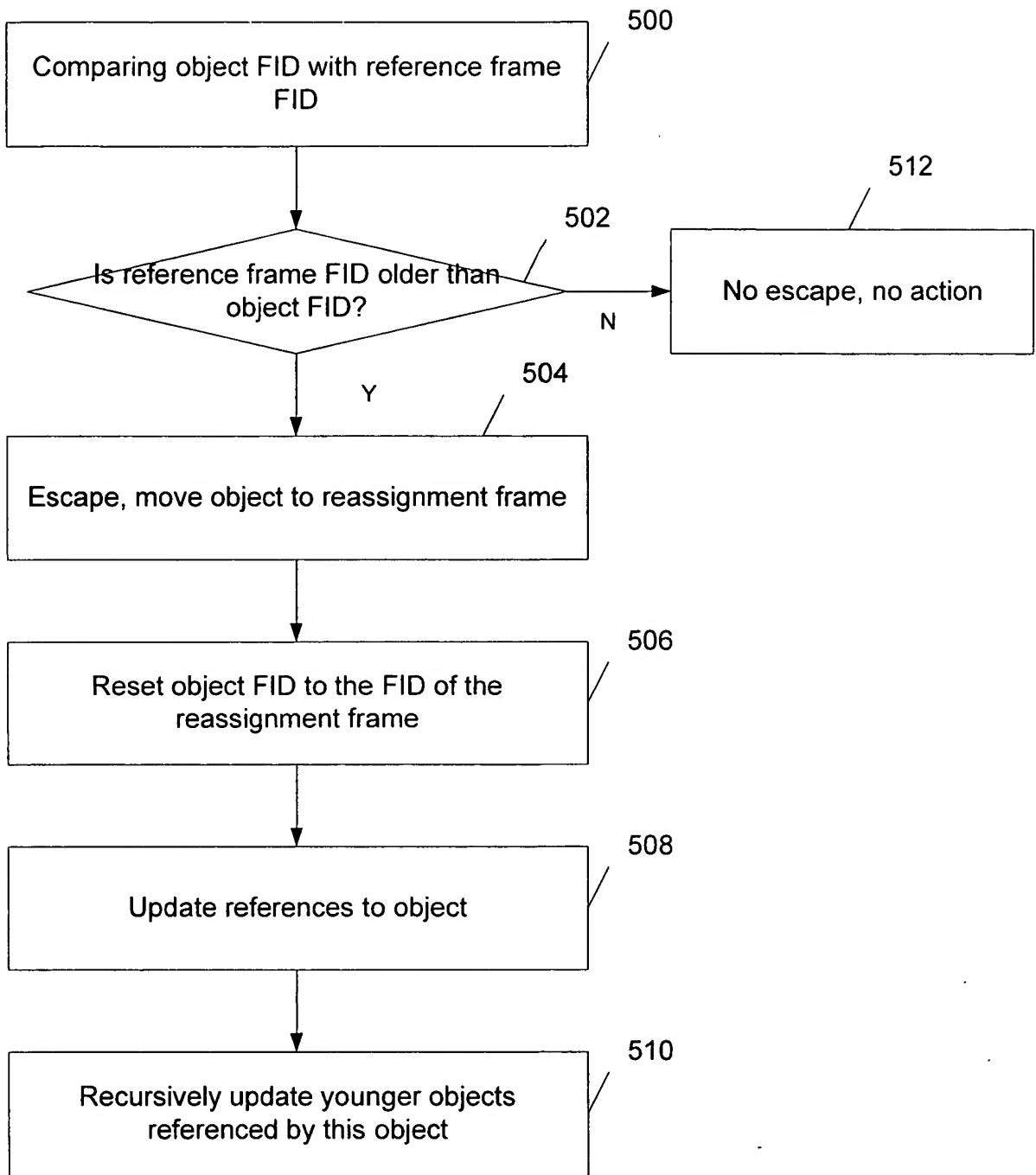


Figure 5

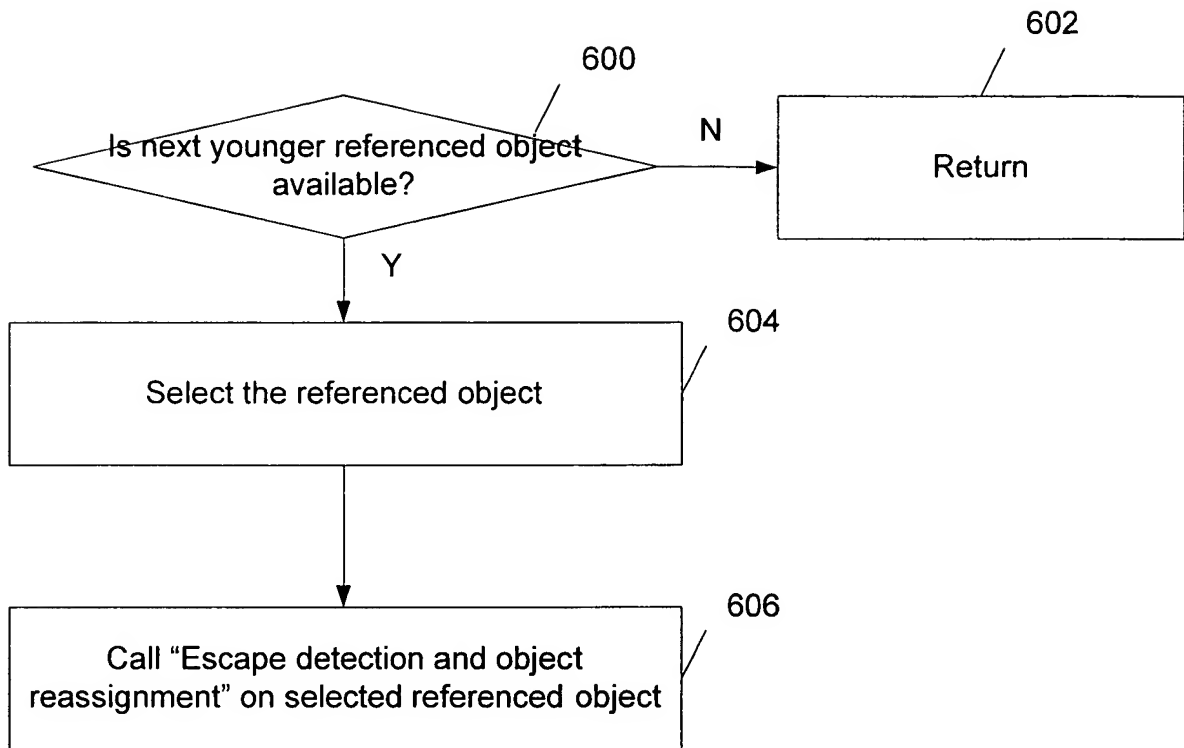


Figure 6

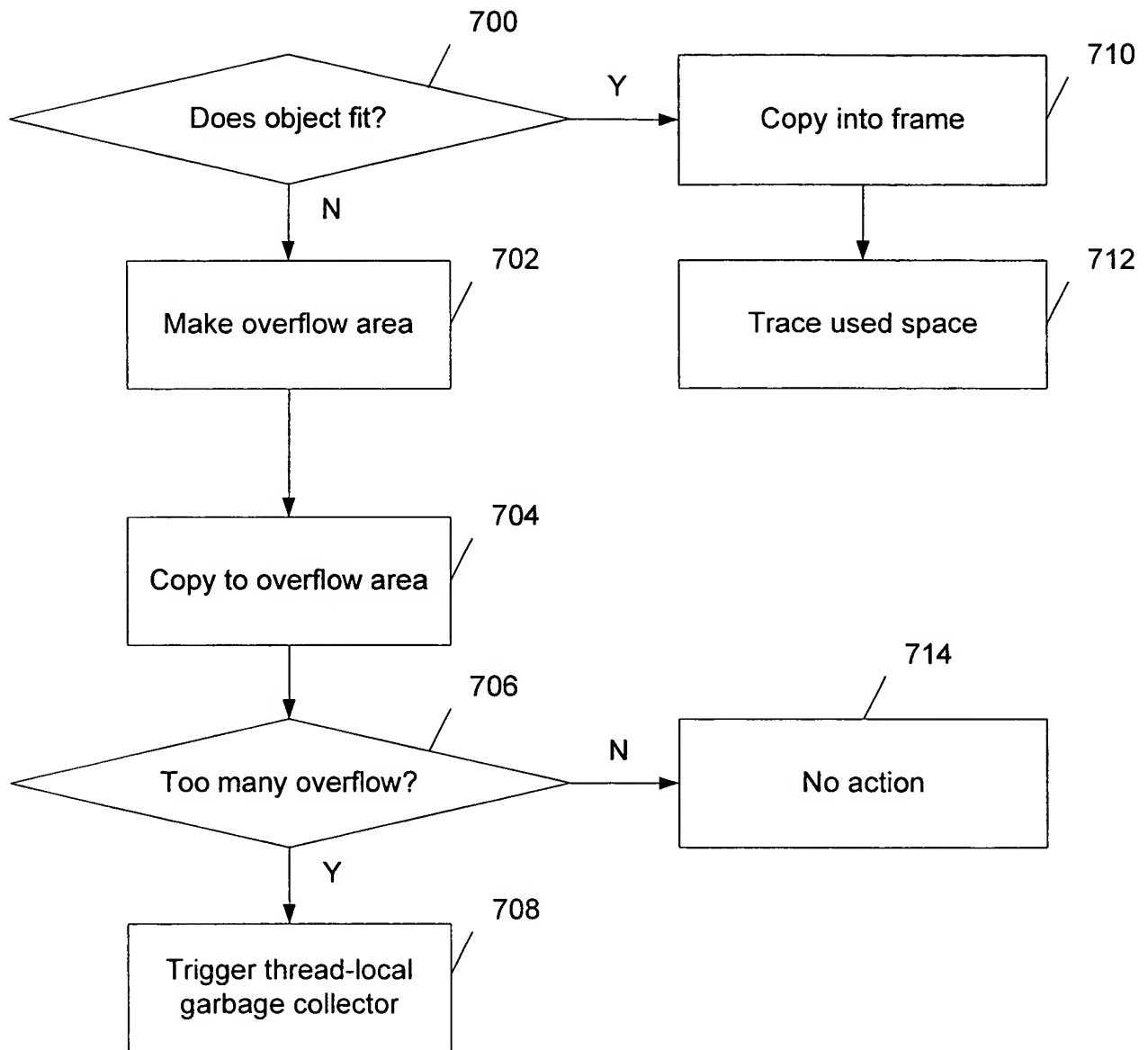


Figure 7

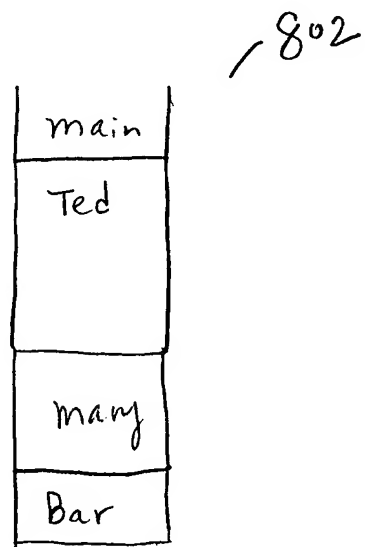
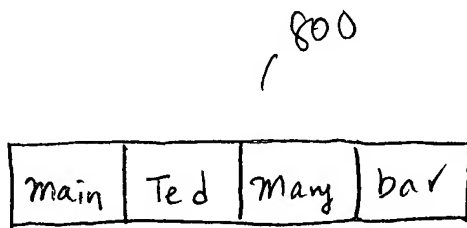


Figure 8

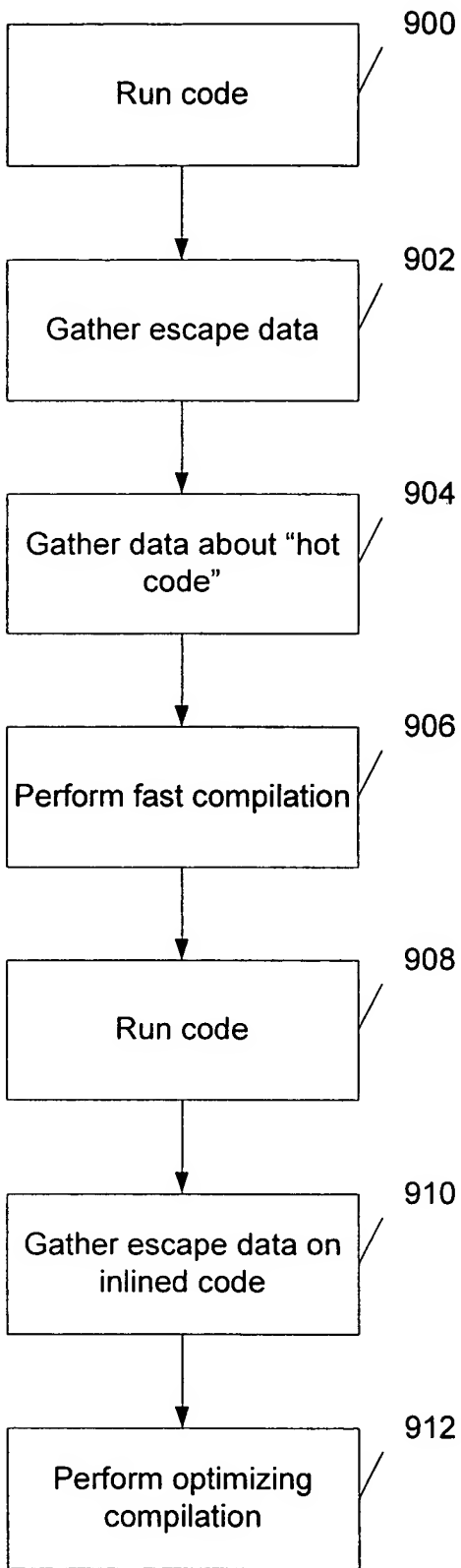


Figure 9